

I Claim:

1. A computer network system within a virtual environment for delivery of works of authorship to subscribers in exchange for payment, comprising:

a plurality of computers networked to one another in a hierarchy to function as a single unit, said hierarchy including a first tier having at least one parent computer performing subscriber billing tasks and synchronizing and delegating tasks among said plurality of computers, a second tier including at least one server computer allocating network resources to maximize bandwidth and direct selected works to subscribers requesting the works, and a third tier including a plurality of subscriber computers, each subscriber computer having system programming containing individual subscriber identification means and work accessing means.

2. The system of claim 1, wherein said work accessing means comprises at least one of a live session and a virtual reality representation of a site, and an interactive accessing procedure.

3. The system of claim 2, wherein said site is a concert hall.

4. The system of claim 2, wherein said interactive accessing procedure comprises interacting with a virtual disk jockey.

5. The system of claim 1, wherein said system programming individual subscriber identification means further comprises a subscriber credit or debit card number used to pay for accessed works.

6. The system of claim 1, wherein said system programming further comprises work encrypting means preventing downloading of said works.

7. The system of claim 6, further comprising decrypting means for decrypting of works to enable downloading of the works by subscribers who have paid to purchase said works.

8. The system of claim 1, further comprising a real-time login procedure, and request and reply mechanisms for validating each activity and transaction.

9. A computer network system within a virtual environment for delivery of works of authorship to subscribers in exchange for payment, comprising:

a plurality of computers networked to one another to function as a single unit, said plurality of computers including at least one parent computer synchronizing and delegating tasks among said plurality of computers, at least one server computer allocating network resources to maximize bandwidth and direct selected works

through the system; and

directing payment for the use of the certain work to the copyright holder.

12. The method of claim 11, further comprising the steps of creating a personal profile of each individual subscriber, and enhancing the personal profile with a continuously updated record of particular works and categories of works accessed by each subscriber.

13. The method of claim 12, further comprising the step of providing system credits for subscribers to earn and pay for use of said works.

14. The method of claim 13, further comprising the step of providing means for enabling payment for use of works with said system credits.

15. The method of claim 14, further comprising the steps of providing means for earning system credits by electing to receive and then playing advertising on an individual subscriber computer.

16. The method of claim 15, wherein the advertising comprises a company advertising campaign selected for the particular subscriber based upon the contents of the profile of the individual subscriber.

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17. The method of claim 15, wherein the advertising comprises advertising for a particular artist selected for the particular subscriber according to the contents of the profile of the individual subscriber.

18. The method of claim 12, further comprising the step of providing a virtual reality web site for enabling access to works, the web site including a virtual concert hall containing a representation of a virtual disk jockey, the disk jockey comprising a live person playing a series of works for a group of subscribers.

19. The method of claim 12, further comprising the step of selecting a plurality of works, via said system, for playing in sequence for an individual subscriber based upon the contents of the profile of an individual advertiser.

20. The method of claim 12, further comprising the step of providing a virtual reality site for accessing works including a virtual concert hall containing a representation of an interactive virtual maestro, said interactive virtual maestro produced using artificial intelligence and playing works selected by an individual subscriber.

21. The method of claim 12, further comprising the step of delivering a set of works for play for the individual subscriber

based upon an advertiser campaign and upon a subscriber profile, said works delivered via a digital medium of said system.

22. The method of claim 12, further comprising the step of delivering at least one work to be played for an individual subscriber, said at least one work selected to promote the specific works of a copyright holder, said works delivered via a digital medium of said system.

23. The method of claim 12, further comprising the step of receiving information directly from a subscriber for use in promoting and maximizing sales of works of a particular copyright holder.